Top Secret
MK
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1993

MORTAL KOMBAT

NITRO EDITION

A game that is predicted to be as successful as MORTAL KOMBAT should almost always follow up with an outrageous sequel. **MORTAL KOMBAT (nitro)** would be that sequel. In order to get this sequel out at an ideal time we would have to begin this project as soon as possible. The ideal time would have to be when sales for the first Mortal Kombat began to slow down ,but it must also be before the release of **MK 2**. Through the next few pages you will see what I feel would make **Mortal Kombat** (nitro) successful.

There will be many features in this **HOT** sequel that were not in the first one. For example:

INSTANT REPLAY - The players will have the ability to go back and view the rounds from a spectators point of view. This will give the player the distinct advantage to learn from a mistake he had made. This would also allow the player, who performed a combo, the chance to watch the action. Players would also be able to watch the final **FATALITIES**. Finally, the players will be able to review rounds with the computer to find out where they might have gone wrong in their battles against the AI.

ADJUSTABLE SPEEDS - All players have the need for speed. In any fighting game players want the ability to get faster reactions. In this version the player will have the ability to control the speed of the game. He will be able to go from the extreme slow speed to the uncontrollable fast speed.

DUAL FIGHTING TREES - In the first version of MORTAL KOMBAT, players would battle the first computer player in order to move up to the next fighter. He had no way to control the destiny of his character. In the NITRO version, the player would have a choice. He would have the choice to take the path of light or darkness. If he takes the path of light, he would be the good half of his character. If he choose the dark path, he

would portray the evil side of his character. I feel that the destiny should be the players choice.

ADJUSTABLE TIME. - I feel that the player should have the ability to set the time to what he wants. The player should also be able to take the time factor out all together if he chooses to.

PLAY AS BOSSES - One of the most important factors of this game would be to give the players the ability to play as the boss characters. Those characters (GORO, SHANG, and REPTILE) would be able to climb the fighter trees just as the other characters would.

FIGHT IN THE PIT - Players would now fight in the pit on a regular game. Add some bodies or graphics to the pit. (if have the memory)

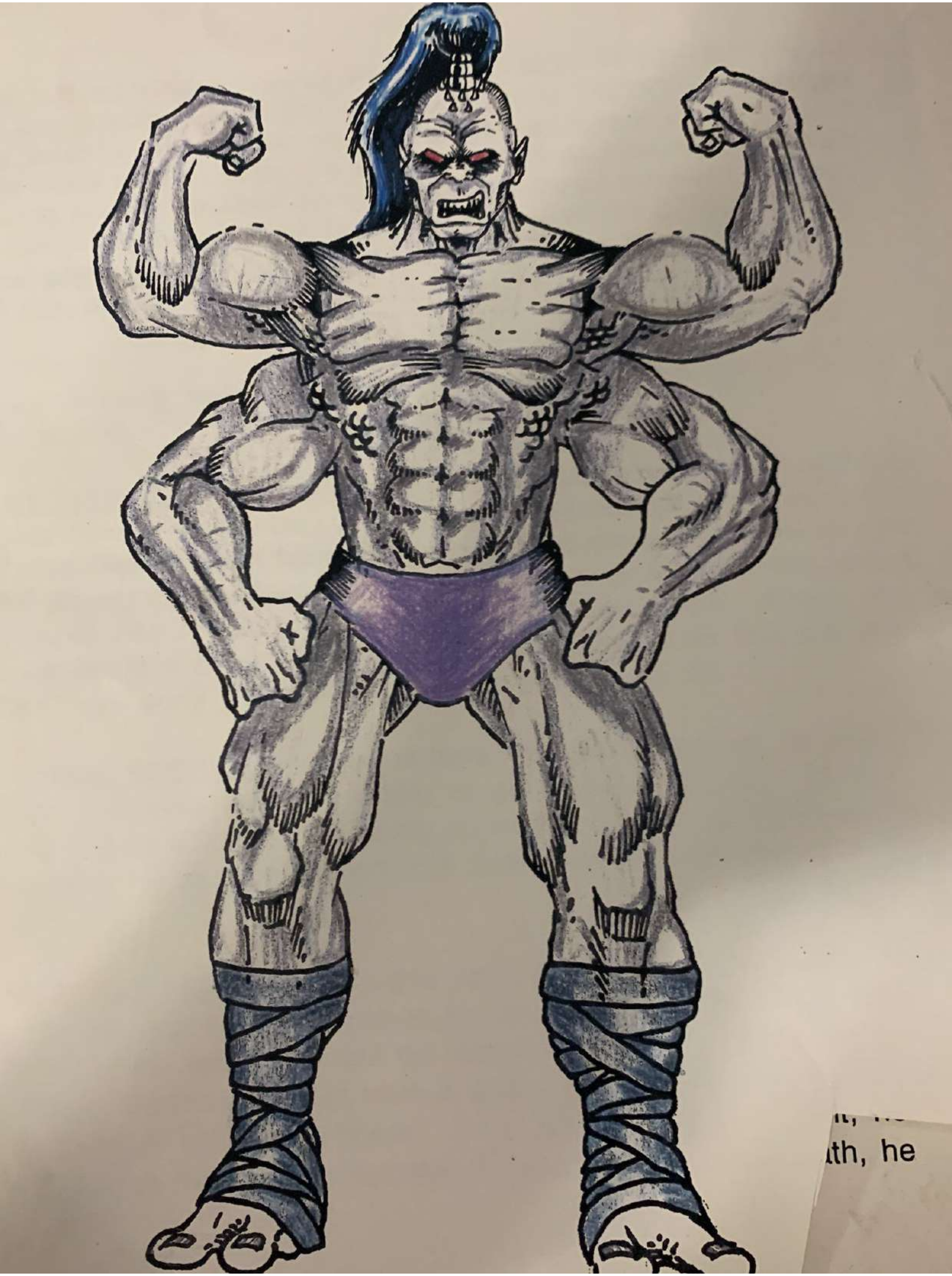
NEW HIDDEN CHARACTER - We would replace the reptile situation with a new character. The character would be **KUNG LAO** (from the comic). The player will only be able to find him if he chooses the path of light. He will also be able to choose to play, as him, only after he defeats him and if the player does not perform a DEATH MOVE on him.

REVISE ALL CHARACTERS CLOTHING - All characters will have two sets of clothing (original and new). This is a quick change that will make the game appear very different from the first one. *see player description*

REVISE THE BACKGROUND GRAPHICS - If the player chooses the path of light he will battle during the day. If he chooses to be evil he will fight at nighttime. There will also be some palette changes on some of the objects in the background to give the game a new look.

DUAL DEATH MOVES - Each character will now have **two death moves.** This will depend on the path which the player will take. If good is chosen, he will have a simple move (just gruesome). But if the player chooses to be evil, he will get a **horrific** move which will be more complicated to perform over his original death move.
These moves may have to be edited depending on the system the player is on(SNES).
See character description for details

NEW SPECIAL MOVES - Characters will be equipped with new or retouched special moves. This will give the game a new look and feel of originality. This will keep the game separate from the first one.



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JOHNNY CAGE

CAGE will now be known as "The golden boy" after winning an emmy for MK The Movie The 24k golden boy will have a golden tan and the golden touch.

CLOTHING

SASH AND SHOES - Dark BLACK

WRIST BANDS - The silver studs will GOLD

SHORTS - GOLD

And finally, he will have his Golden Californian Tan.

NEW SPECIAL AND DEATH MOVES

NUT PUNCH - this move will be the same ,but, when it is done to a player it will cause his eyes to bulge red with pain.

FIREBALL - Will now be gold.

SHADOW KICK - Will now have a trail of yellow rather than blue or grey.

DEATH MOVES

GOLDEN PUNCH - This move when executed will turn his opponent into a statue of gold. After the opponent is turned into gold, Cage will then give the statue an uppercut causing it to shatter. Then, as the statue breaks apart, the blood will pour down the statue's sides (*like a fountain*).

ARM RIP- HEAD POP - Cage will pull the opposing players arm off and with the upper-cut motion take that players head off with his own arm. Cage will then throw the arm down or hold it in the air.

Of course these moves will be altered or toned down for the SNES ,but when SNES owners get a load of these moves they will want to go out and buy a GENESIS.

KANO

Kano, known as a mercenary thug will now have a good side. His good side will be more like a **DIRTY HARRY** type character. A good guy gone vigilante.

CLOTHING

SHOES - Will be DARK GREY

PANTS and SHIRT- Will now be JET BLACK

SASH - BLOOD RED

BANDOLEER- WHITE

NEW SPECIAL AND DEATH MOVES

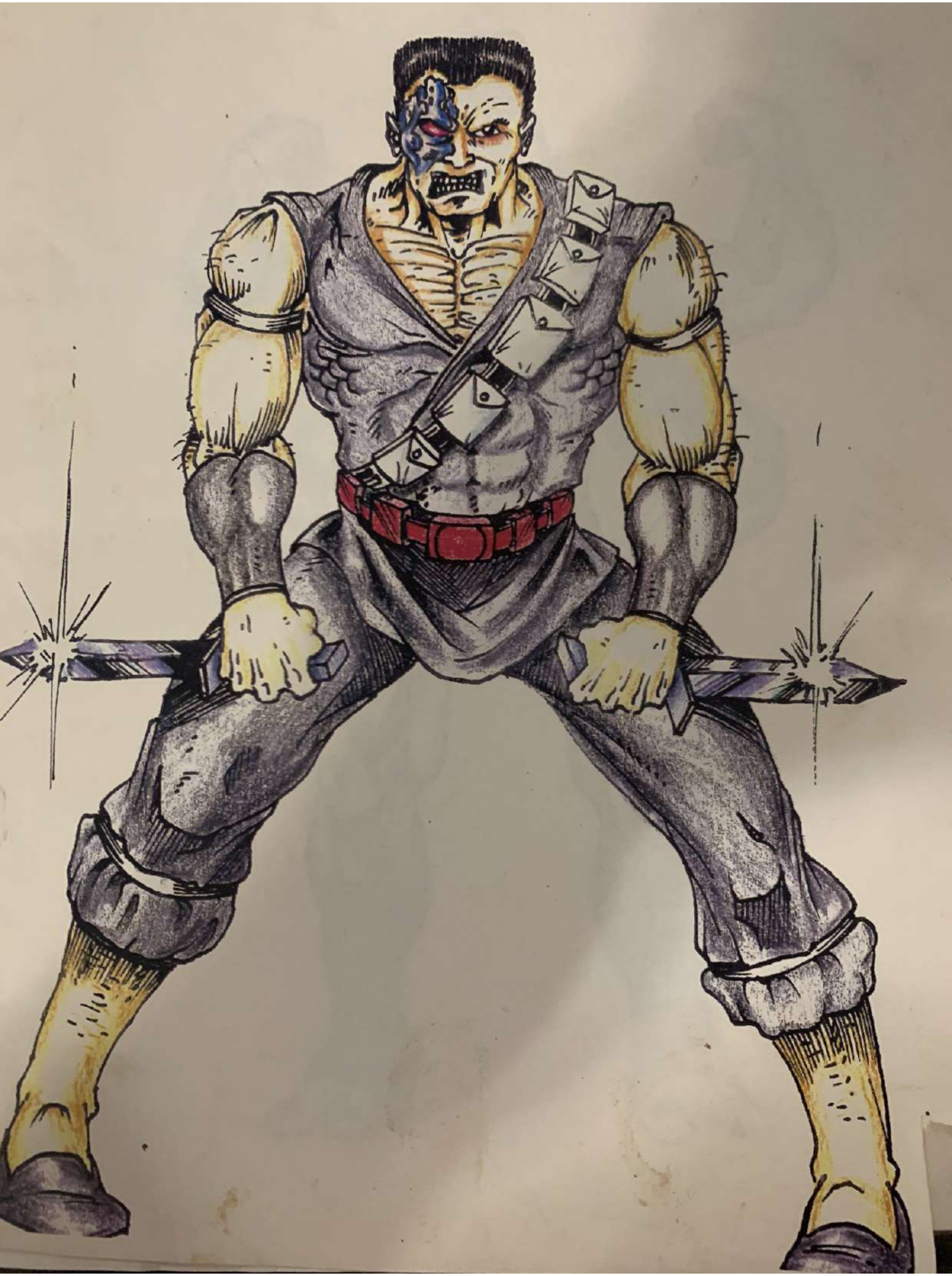
KANO ROLL - His roll will now act and look like a comet. The player will now have the ability to control the roll. The player will be able to change the direction of the roll by holding the block button and pushing a direction on the control pad. The roll will now have an aura of fire going around the outside. It will leave a trail of fire behind itself (cage's shadow kick) depending on the direction the player chooses to take.

KNIVES - Kano's knives will now be straight and will do less damage than in the previous version.

DEATH MOVES

GRENADE FLIP - Kano will now be more vicious than ever. When this move is executed,. KANO will go to the opposite side of the screen and cast a grenade in the air causing the body of the opponent to explode into or 6 bloody pieces.

EYE OF THE BEHOLDER - Kano will take a few steps back from the opponent. He will look at him and then fry the opponent with his infrared eye. This will cause the opponent to melt to liquid or maybe fry.



SONYA

The Evil SONYA is more or less a black widow. She felt that she was treated unjustly in the service because she is a woman. Now that she has left the service, she has a vendetta against all men.

CLOTHING

LEOTARD- Her leotard will be BLACK

ALL ACCESSORIES - Will be HOT PINK

SHOES - White with PINK trim

NEW SPECIAL AND DEATH MOVES

SQUARE WAVE PUNCH - This move will now come only about one to two feet off the ground and then it will go straight at the opponent.

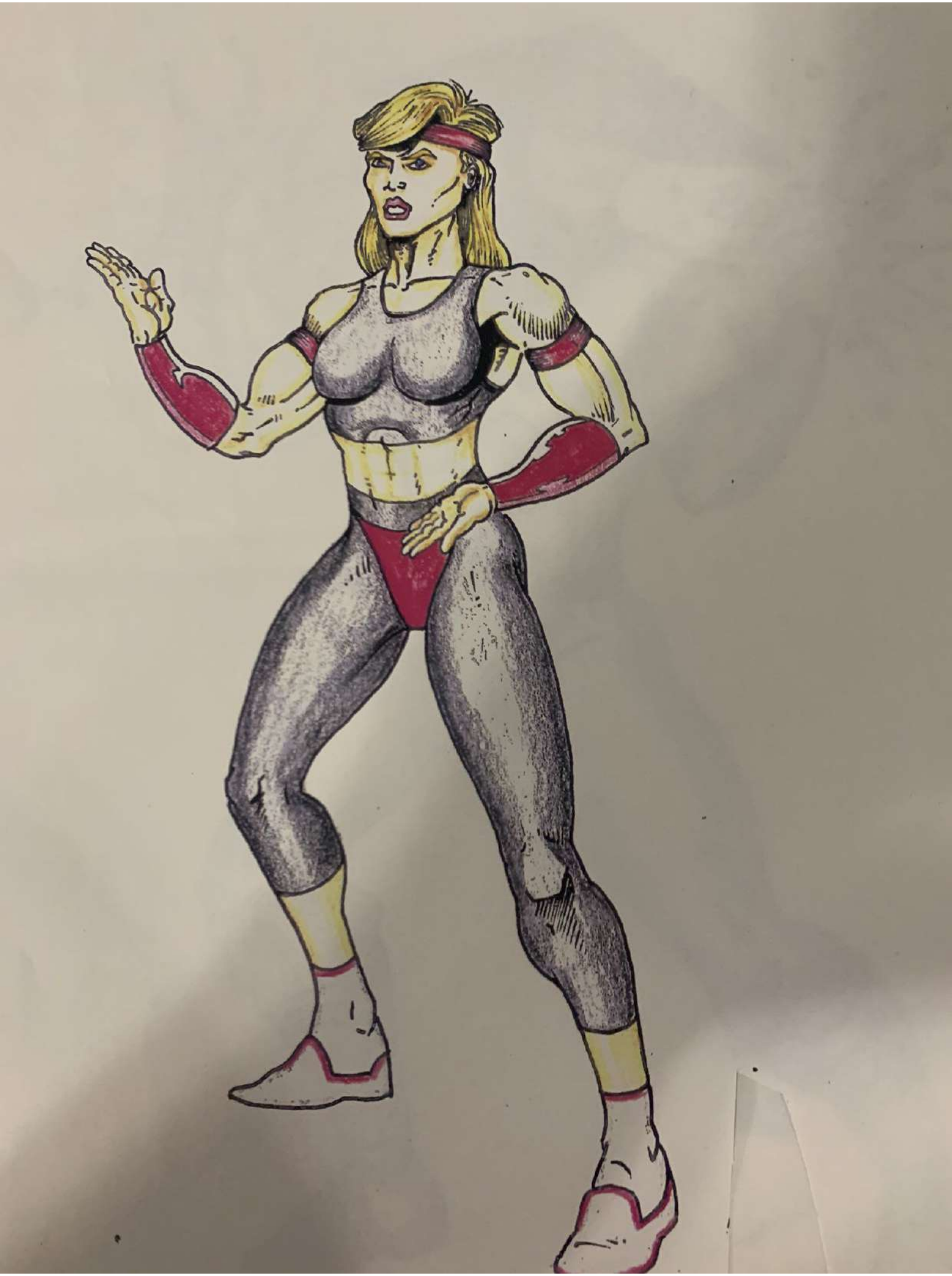
RINGS - These will do less damage and will now be the same color as the accessories SONYA is wearing.

LEG GRAB - This move was way to strong in the first one. Now when this move is performed, the player will only take damage when he is thrown to the ground.

DEATH MOVES

AGENT ORANGE DEATH - Rather than blowing a ball Sonya will blow an orange powder like substance causing the player to actually go on fire before turning to the skeletal animation.

LEG TO HEAD, HEAD TO GROUND - She will grab the opponent by the head with her legs and slam that opponents head through the ground causing the player to receive a broken neck. Then the blood will rise to the top of the hole which is caused by the head hitting the ground.



SCORPION

In a fit of rage SCORPION goes out to hunt all. His anger stems from his untimely DEATH.

CLOTHING

CLOTHING - All of the clothing that was black will now be WHITE

OVERLAY - His overlay will now be a BLOOD **RED.**

NEW SPECIAL AND DEATH MOVES

THE FLYING CLAW - The claw will now have a flame going around the rope part of the claw and then the fire will bubble around the spear tip.

FLAMING TELEPORT - when the player teleports SCORPION, he will now have flames going around the outside of his body. If the player is hit by scorpion he will go into a " fire animation" before he hits the ground. This will do a little extra damage to that player.

DEATH MOVES

CALLING ALL SCORPIONS - With this move, Scorpion will release a few dozen scorpions that in return will eat and sting the flesh of his opponents.

CLAW HEAD PULL - He will throw his flaming claw at the opponents head, pulling it off. Then as the head is on its way to Scorpion, the body will go on fire. He will then hold the head in the air (like sub).

SUB-ZERO

SUB-ZERO now dedicates his life to stopping the evils of the world. He leads a clan of good ninjas and he is out to destroy all who are guilty.

CLOTHING

CLOTHING - As with scorpion this will be WHITE

OVERLAY - Will be a dark midnight BLUE

NEW SPECIAL AND DEATH MOVES

SUB DUB FREEZE- This move will do damage twice. First you will lose energy for being frozen. Plus, SUB-ZERO is allowed one free shot.

AURA SLIDE - This move will give Sub-zero an aura of ice around himse and will do a little more damage than before. If the opposing player is hi by this move, he will be frozen for a brief time (much quicker than the regular freeze).

DEATH MOVES

FREEZE, HEAD,BLOOD - This move is very similar to the move of the SNES ,but now when the player is frozen the player will have his head shatter and then the blood will pour down the ice (turning it red)...

HEAD LIKE A ZIT - SUB-ZERO will casually walk up to his opponent an with both hands he will pop the head like a zit. This will cause a mass blood to spew from the top of the opponents head

LIU KANG

After he was dishonored in the first tournament he was forced to leave his temple. As a result he chooses to go and fight with anger, vengeance, and hate in his heart. No longer caring of HONOR.

CLOTHING

PANTS - WHITE or BLOOD RED

PONY TAIL - A long pony tail should be added to the head of LIU KANG

NEW SPECIAL AND DEATH MOVES

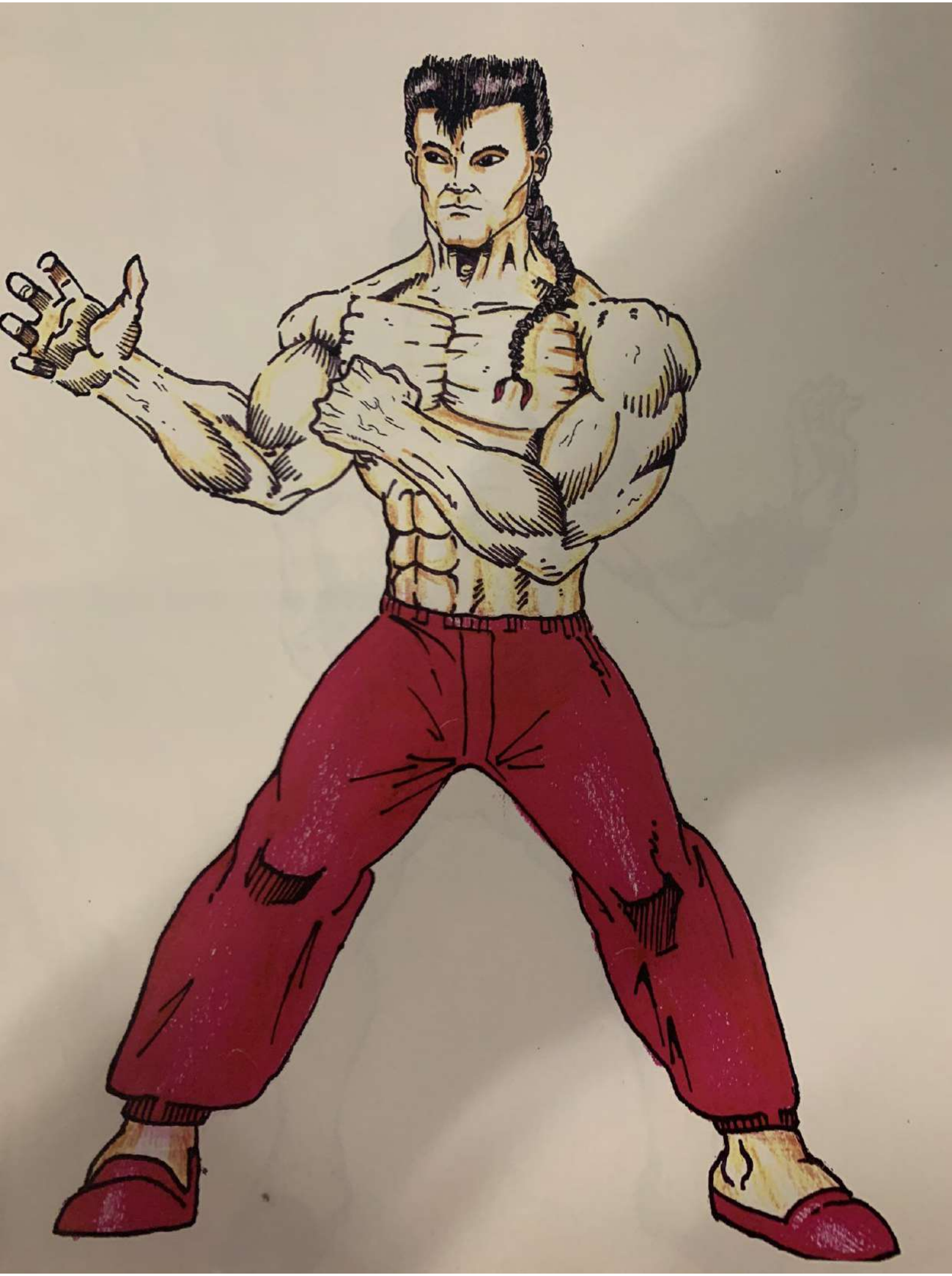
FIREBALLS - The fireballs of LIU KANG will now have the head of a flaming dragon. They will chase an opponent and track him down. If the head of the dragon makes contact with the opponent they will act like parasites and suck the life from the opponent.

FLYING KICK - Will now give LIU KANG an aura around his body. This move will also do more damage.

DEATH MOVES

CARTWHEEL NECK BREAKER - Same cartwheel as the original Death move, but now he will grab the players neck and hyper-extend the players neck and then the blood will come from players mouth (like a clothesline move).

DRAGON DEATH -LIU KANG will release about 7 solid dragons (which are solid colors) and they will rip the limbs of the opponent apart " as in a Hell-Raiser Flick".



RAIDEN

RAIDEN has come back to the tournament for his last time in an effort to put an end to all of the blood shed. He learns violence is not the answer to all problems.

CLOTHING

THE GI - Will now be an **icy blue** color

TURTLE NECK AND SASH - Will be Jet Black

SHOES - Jet Black

HAT - The hat will now have a solid iron look to it. A cross of silver and rust.

NEW SPECIAL AND DEATH MOVES

ELECTRIC BOLT BUILD UP - The player will now have the ability to hold his electricity and then release it at will. The player will be able to make his shots more powerful. This depends on how long the player will hold down the electricity button.

TELEPORT - The teleport will now leave an image just like Scorpion's decoy move. *And if it is possible the player who is RAIDEN will have the ability to choose which one will be the real CHARACTER.*

FLYING TORPEDO - The player will now be electrically charged causing more damage if the opponent is hit by this move.

DEATH MOVES

DECAP ATTACK - one of the most talked about lies in this game. There is always one person at the arcade who says he did it or says he saw

somebody else do it.. Now they will be able to perform it for real. Raiden will take a few steps back, take off his hat, and then with the speed of lighting he will throw it and decapitate his foe.

FLYING STOMACH PUMP - Raiden will be on the opposite side of screen. He will then lift his arms to the sky. And with the speed of lighting he will begin to go into an electric torpedo. As the torpedo hit the enemy, he will put his head into the stomach of the enemy. This will pierce the player as Raidens head comes out his back.